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Walid G. Aref, Ibrahim Kamel, Daniel P. Lopresti

December 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 4Full text available: [pdf\(280.29 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**2** [The usability of scribble matching](#)

David Frohlich, Richard Hull

April 1996 **Conference companion on Human factors in computing systems: common ground**Full text available: [pdf\(232.28 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**3** [Pen computing: a technology overview and a vision](#)

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

**4** [NotePals: lightweight note sharing by the group, for the group](#)

Richard C. Davis, James A. Landay, Victor Chen, Jonathan Huang, Rebecca B. Lee, Frances C. Li, James Lin, Charles B. Morrey, Ben Schleimer, Morgan N. Price, Bill N. Schilit

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**Full text available: [pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**5**[Papers: Tangible support for collaboration: The designers' outpost: a tangible interface](#)

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Relevance scale ☐ ☐ ☐ ☐ ☐**1 The handwritten trie: indexing electronic ink**

Walid Aref, Daniel Barbará, Padmavathi Vallabhaneni

May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data**, Volume 24 Issue 2

Full text available: pdf(1.19 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The emergence of the pen as the main interface device for personal digital assistants and pen-computers has made handwritten text, and more generally *ink*, a first-class object. As for any other type of data, the need of retrieval is a prevailing one. Retrieval of handwritten text is more difficult than that of conventional data since it is necessary to identify a handwritten word given slightly different variations in its shape. The current way of addressing this is by using handwriting r ...

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# 1 [SATIN: a toolkit for informal ink-based applications](#)

Jason I. Hong, James A. Landay

 November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**

 Full text available: [pdf\(248.99 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** SATIN, gesture, informal, ink, interpreter, pen, recognition, recognizer, sketching, toolkits

# 2 [Dissertation Abstracts in Computer Graphics](#)

Clifford A. Shaffer

 September 1993 **ACM SIGGRAPH Computer Graphics**, Volume 27 Issue 2

 Full text available: [pdf\(1.47 MB\)](#) Additional Information: [full citation](#)

# 3 [Beyond paper: supporting active reading with free form digital ink annotations](#)

Bill N. Schilit, Gene Golovchinsky, Morgan N. Price

 January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

 Full text available: [pdf\(1.13 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** affordances of paper, document metaphor, dynamic hypertext, information retrieval, paper-like user interface, pen computing, reading online

# 4 [Linking by inking: trailblazing in a paper-like hypertext](#)

Morgan N. Price, Gene Golovchinsky, Bill N. Schilit

 May 1998 **Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems**

 Full text available: [pdf\(1.46 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


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 Terms used **ink object**

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### 1 [DENIM: finding a tighter fit between tools and practice for Web site design](#)



James Lin, Mark W. Newman, Jason I. Hong, James A. Landay

 April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

 Full text available: [pdf\(1.16 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Through a study of web site design practice, we observed that web site designers design sites at different levels of refinement—site map, storyboard, and individual page—and that designers sketch at all levels during the early stages of design. However, existing web design tools do not support these tasks very well. Informed by these observations, we created DENIM, a system that helps web site designers in the early stages of design. DENIM supports sketching input, allows design a ...

**Keywords:** Web design, informal, pen-based computers, rapid prototyping, sketching, zooming user interface (ZUI)

### 2 [A perceptually-supported sketch editor](#)



Eric Saund, Thomas P. Moran

 November 1994 **Proceedings of the 7th annual ACM symposium on User interface software and technology**

 Full text available: [pdf\(798.89 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The human visual system makes a great deal more of images than the elemental marks on a surface. In the course of viewing, creating, or editing a picture, we actively construct a host of visual structures and relationships as components of sensible interpretations. This paper shows how some of these computational processes can be incorporated into perceptually-supported image editing tools, enabling machines to better engage users at the level of their own percepts. We focu ...

**Keywords:** PerSketch, computer vision, drawing tools, gestures, graphics editing, image editing, interactive graphics, machine vision, pen computing, perceptual grouping, perceptual organization, scale space blackboard WYSIWYG, sketch tools, token grouping

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